**16**. The user interface method as recited in claim 1 wherein the user interface mode is an information mode, and wherein the GUI element is a window.

**17**. The user interface method as recited in claim 1 wherein the GUI element is displayed over a previously existing graphical image.

**18**. The user interface method as recited in claim 17 wherein the GUI element is semitransparent so that the previously existing graphical image disposed underneath the GUI element can be seen through the GUI element.

**19**. The user interface method as recited in claim 1 wherein the GUI element is configured to displace a previously existing graphical image.

**20**. The user interface method as recited in claim 1 wherein the GUI element is presented in the vicinity of the detected touch.

**21**. The user interface method as recited in claim 1 wherein the GUI element is presented at a predetermined location.

**22**. The user interface method as recited in claim 1 wherein the displaying the GUI element includes implementing a transition effect that transitions the GUI element from a first state to a second state.

**23**. The user interface method as recited in claim 22 wherein the transitioning effect is selected from popping, growing, or fading in and out.

**24**. The user interface method as recited in claim 22 wherein the speed of the transition effect is based on the pressure of the touch.

**25**. The user interface method as recited in claim 1 wherein enabling the GUI element includes monitoring a touch event relative to the GUI element, and performing actions associated with the touch event.

**26**. The user interface method as recited in claim 1 further comprising:

determining whether or not to deactivate the GUI element, deactivation including disabling the functionality of the GUI element and removing the GUI element from display.

**27**. The user interface method as recited in claim 26 wherein the GUI element is deactivated when a touch is no longer detected.

**28**. The user interface method as recited in claim 26 wherein the GUI element is deactivated when a touch has not been detected for a preset amount of time.

**29**. The user interface method as recited in claim 26 wherein the GUI element is deactivated after being activated for a preset amount of time.

**30**. The user interface method as recited in claim 26 wherein the GUI element is deactivated via a user selection.

**31**. The user interface method as recited in claim 1 wherein displaying the GUI element includes implementing a transition effect that transitions the GUI element from a first state to a second state, and wherein the step of removing the displayed GUI element includes implementing a reverse transition effect that transitions the GUI element from the second state to the first state.

**32**. The user interface method as recited in claim 1 wherein determining the user interface mode comprises:

determining a current application;

determining a current state of the current application; and

determining touch characteristics associated with the detected touch.

**33**. A method for scrolling through media items, the method comprising:

displaying a plurality of media items;

detecting a touch over at least one of the media items that are displayed;

activating a virtual scroll wheel when a touch is detected over the displayed media items;

determining if a touch event is performed relative to the touch region of the virtual scroll wheel; and

scrolling through the group of media items when a scrolling touch event is performed.

**34**. The method as recited in claim 33 wherein activating the virtual scroll wheel includes displaying and enabling the functionality of the virtual scroll wheel, the virtual scroll wheel providing a touch region where a user swirls their finger in order to traverse through the group of media items

**35**. The method as recited in claim 34 further comprising:

deactivating the virtual scroll wheel when a touch event is not performed, the deactivation of the virtual scroll wheel including disabling the functionality of the virtual scroll wheel and removing the virtual scroll wheel from display.

**36**. The method as recited in claim 35 wherein the display and the removal of the virtual scroll wheel from display are performed with a transition effect that transitions the virtual scroll wheel from a first state to a second state when displayed, and that transitions the virtual scroll wheel from the second state to the first state when removed.

**37**. The method as recited in claim 34 wherein the virtual scroll wheel is displayed with a transition effect that transitions the virtual scroll wheel from a first state to a second state.

**38**. The method as recited in claim 34 wherein the transition effect causes the virtual scroll wheel to grow, a small virtual scroll wheel being initially displayed, and thereafter the virtual scroll wheel continuously enlarging until the virtual scroll wheel reaches a final size.

**39**. The method as recited in claim 34 wherein the virtual scroll wheel is displayed over the plurality of media items, and wherein the virtual scroll wheel is semitransparent so that the plurality of media items disposed underneath the virtual scroll wheel can be seen through the virtual scroll wheel.

**40**. The method as recited in claim 33 wherein scrolling includes moving a selector bar linearly through the group of media items in accordance with the touch event occurring on the virtual scroll wheel.

**41**. The method as recited in claim 33 wherein the virtual scroll wheel provides one or more virtual buttons, and wherein the method further comprises:

determining if a selection touch event is performed relative to the one or more virtual buttons of the virtual scroll wheel; and

implementing an action associated with a particular button when the selection touch event is performed on the particular button.